

## Paladin Subclass: Oath of Fortunate rain



### Oath of Fortunate Rains

Some Nyxad Paladins make an Oath to their Deified Ancestor Evelyn to Spread Good Fortune and Bring Gentle Rains and Bountiful Harvests to the unfortunate and suffering, while vowing simultaneously to bring the fury of the storm to their enemies. These Paladins always serve the good of the Nyxad people and those who collaborate with them. to take this Subclass, one must be a Nyxad Paladin with 13 each in Strength, Dexterity and Charisma and at least 11 in Constitution

### Tenets:

One must not allow harm to befall another Nyxad in need, whether by her action or her inaction

One must always serve the best interests of the Nyxad people as well as any true allies of the Nyxad people, regardless of the interests of any particular Dusk Empress. pray they align

One must be capable of genuine concern and compassion, regardless of whether or not she wears a mask of bratty disgust. Because of this, she cannot directly engage in Flexes of Arrogance.

One must Show respect for her peers, regardless of whether or not they are Paladins of Evelyn

One must be as adaptable as a raincloud, blessing the misfortunate ones with good fortune, the starving with gentle rains and bountiful harvests, and bring the fury of the storm to threats to the Nyxad race

Friends and Allies of the Nyxad Race are themselves Nyxads by Proxy

### Oath Spells

3rd: Thunderwave, Fog Cloud

5th: Blur, Gust of Wind

9th: Haste, Lightning Bolt

13th: Ice Storm, Control Water

17th: Maelstrom, Cone of Cold

### Subclass Features

#### Tornado of Good Fortune

at 3rd level: the Paladin's Base Movement Speed increases by 10 Feet and she may Dash, Dodge, or Disengage as a Bonus action. she ignores the movement penalty for swimming and ignores any downsides of fighting while swimming. letting her deal full damage underwater and ignore disadvantage from attacking underwater.

as an additional benefit she may move unobstructed on slippery ice and see unhindered in blizzards or snowstorms and ignores the disadvantage on melee attacks against targets concealed by fog or mist. she may grant these benefits to her allies within 30 feet of her for 1 hour by spending a use of channel divinity.

#### Evelynian Weapon Training

at 3rd level: a Paladin with this oath Treats Longswords as having the Heavy and Finesse Properties Simultaneously while she wields them and gains the following benefits while wielding a longsword.

- if she misses with her longsword, she deals the minimum possible damage roll instead of no damage. Note if she takes the -5 to attack rolls from a source like the great weapon master feat. She still deals the +10 damage on a miss.
- said Paladin may attune to a longsword she may summon as a bonus action, even in an antimagic field or dimensional anchor. allowing her to always have her blade; some could say she has blade space.
- She requires at least a 13 strength to ignore the penalties of the heavy property rather than medium or larger size. This is usually solved by training a 14 strength at level 1.
- She may choose to ignore the heavy property by simultaneously ignoring the finesse property, treating it as a normal longsword attack. But adding the benefit of finesse also requires her to add the heavy property. Still inflicting the minimum possible damage roll instead of no damage on a miss.

#### Channel Divinity: Peerless Fortune:

At 3rd level, the Paladin gains the ability to increase the fortunes of her nearby allies as a bonus action; the Evelynian Paladin gives all allies within 30 feet of her a bonus on all d20 Tests equal to her Charisma bonus (Minimum +1) for 1 Minute. the Paladin herself does not benefit from her own Peerless Fortune.

#### Channel Divinity: Rainmaker's Blessing

at 3rd level: a paladin may spend a channel divinity as an action to duplicate the effects of a control weather spell, but only for the purpose of bringing rain to bless harvests and relieve farmers. she undoes the effects of harsh terrain on the soil for a number of months equal to her proficiency bonus with this blessing. granting an entire settlement no larger than a town and its surrounding settlements stable crop growth for their next harvest. granting the maximum possible yield.

#### Cyclone Cut:

At 7th level a Paladin may once per round as part of her attack action after attacking an enemy with a melee weapon may attack a second enemy within her reach with the same weapon.

#### Aura of Luck:

at 15th level: a Paladin offers all allies within 30 feet of her the ability to treat results of less than 10 before modifiers on a d20 test that includes their proficiency bonus as if they rolled a 10 on the die. She herself does not benefit from this.

Jackpot:

at 20th level: the paladin may spend a Bonus Action to become a living embodiment of Evelyn's luck for a minute. while in this state, she gains advantage on all d20 Tests for a minute and is immune to all forms of disadvantage for this duration. when she uses this feature; she cannot use it again until she either takes a Long Rest or casts a paladin spell of 5th level or higher.

Even when not channeling herself as an embodiment of evelyn's fortune, She is also completely immune to being forced to reroll by effects of enemy creatures that would force her to reroll and immune to the divination wizard's portent effect with the intention of forcing worse fortune upon her. Making any uses of portent or silvery barbs or the like functionally wasted with no effect but the consumed resource. This is the case even outside of the. Enhancing her fortunes for the beneficial side still works.